

## **AMENDMENTS TO THE CLAIMS**

Claims 1-12 (cancelled).

13. (new) An apparatus for gaming, comprising: 1

a playing field; 2

at least one visible playing element that moves across the playing 3

field from an introduction position toward a plurality of detection positions; 4

at least one maze upon the playing field that affects the movement of 5

the at least one visible playing element upon the playing field; 6

a plurality of detection position displays that are controllable to 7

display a plurality of symbols; 8

a payline display showing a combination of symbols that changes 9

with each play of the gaming apparatus; 10

and wherein a bonus is awarded based upon particular symbols 11

shown on the payline display in combination with at least one detection 12

position symbol of at least one particular type shown on at least one 13

detection position display which is associated with a detection position that 14

receives at least one visible playing element for detection thereby. 15

14. (new) An apparatus according to claim 13 and further  
comprising at least one deflector which affects the movement of the at  
least one visible playing element upon the playing field.

15. (new) An apparatus according to claim 13 and further  
comprising at least one zone deflector which affects the movement of the  
at least one visible playing element upon the playing field.

16. (new) An apparatus according to claim 13 and further  
comprising at least one zone deflector which is selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

17. (new) An apparatus according to claim 13 and further  
comprising a plurality of zone deflectors which can affect the movement of  
the at least one visible playing element upon the playing field.

18. (new) An apparatus according to claim 13 and further  
comprising a plurality of zone deflectors which are selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

19. (new) An apparatus according to claim 13 and wherein  
said detection position symbol of a particular form is a multiplier symbol  
that multiples to determine a bonus award being made by the apparatus.

20. (new) An apparatus according to claim 13 and further  
comprising at least one zone wall which divides the playing field into  
multiple zones.

21. (new) An apparatus according to claim 13 and further 1  
comprising: at least one zone wall which divides the playing field into 2  
multiple zones; 3  
at least one zone deflector which controls movement of the at least 4  
one visible playing element upon the playing field determining a selected 5  
zone into which the at least one visible playing element moves from said 6  
multiple zones. 7

22. (new) An apparatus for gaming, comprising: 1

a playing field; 2

at least one visible playing element that moves across the playing 3

field from an introduction position toward a plurality of detection positions; 4

at least one maze upon the playing field that affects the movement of 5

the at least one visible playing element upon the playing field; 6

a plurality of detection position displays that are controllable to 7

display a plurality of symbols; 8

at least one symbol selector for assigning symbols to the plurality of 9

detection position displays; 10

a payline display showing a combination of symbols that changes 11

with each play of the gaming apparatus; 12

and wherein a bonus is awarded based upon particular symbols 13

shown on the payline display in combination with at least one detection 14

position symbol of at least one particular type shown on at least one 15

detection position display which is associated with a detection position that 16

receives at least one visible playing element for detection thereby. 17

23. (new) An apparatus according to claim 22 and further  
comprising at least one deflector which affects the movement of the at  
least one visible playing element upon the playing field.

24. (new) An apparatus according to claim 22 and further  
comprising at least one zone deflector which affects the movement of the  
at least one visible playing element upon the playing field.

25. (new) An apparatus according to claim 22 and further  
comprising at least one zone deflector which is selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

26. (new) An apparatus according to claim 22 and further  
comprising a plurality of zone deflectors which can affect the movement of  
the at least one visible playing element upon the playing field.

27. (new) An apparatus according to claim 22 and further  
comprising a plurality of zone deflectors which are selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

28. (new) An apparatus according to claim 22 and wherein  
said detection position symbol of a particular form is a multiplier symbol  
that multiples to determine a bonus award being made by the apparatus.

29. (new) An apparatus according to claim 22 and further  
comprising at least one zone wall which divides the playing field into  
multiple zones.

30. (new) An apparatus according to claim 22 and further  
comprising:

at least one zone wall which divides the playing field into multiple  
zones;

at least one zone deflector which controls movement of the at least  
one visible playing element upon the playing field determining a selected

zone into which the at least one visible playing element moves from said multiple zones.



31. (new) An apparatus for gaming, comprising: 1

a playing field; 2

at least one visible playing element that moves across the playing 3

field from an introduction position toward a plurality of detection positions; 4

at least one maze upon the playing field that affects the movement of 5

the at least one visible playing element upon the playing field; 6

a plurality of detection position displays that are controllable to 7

display a plurality of symbols; 8

a payline display showing a combination of symbols that changes 9

with each play of the gaming apparatus; 10

and wherein a bonus is awarded based upon at least one particular 11

symbol being shown on the payline display in combination with at least one 12

detection position symbol of at least one particular type shown on at least 13

one detection position display. 14

32. (new) An apparatus according to claim 31 and further  
comprising at least one deflector which affects the movement of the at  
least one visible playing element upon the playing field.

33. (new) An apparatus according to claim 31 and further  
comprising at least one zone deflector which affects the movement of the  
at least one visible playing element upon the playing field.

34. (new) An apparatus according to claim 31 and further  
comprising at least one zone deflector which is selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

35. (new) An apparatus according to claim 31 and further  
comprising a plurality of zone deflectors which can affect the movement of  
the at least one visible playing element upon the playing field.

36. (new) An apparatus according to claim 31 and further 1  
comprising a plurality of zone deflectors which are selectable by a player 2  
playing the apparatus and affects the movement of the at least one visible 3  
playing element upon the playing field. 4

37. (new) An apparatus according to claim 31 and wherein 1  
said detection position symbol of a particular form is a multiplier symbol 2  
that multiples to determine a bonus award being made by the apparatus. 3

38. (new) An apparatus according to claim 31 and further 1  
comprising at least one zone wall which divides the playing field into 2  
multiple zones. 3

39. (new) An apparatus according to claim 31 and further  
comprising:

at least one zone wall which divides the playing field into multiple  
zones;

at least one zone deflector which controls movement of the at least  
one visible playing element upon the playing field determining a selected  
zone into which the at least one visible playing element moves from said  
multiple zones.

40. (new) An apparatus for gaming, comprising: 1

a playing field; 2

at least one visible playing element that moves across the playing 3

field from an introduction position toward a plurality of detection positions; 4

at least one maze upon the playing field that affects the movement of 5

the at least one visible playing element upon the playing field; 6

a plurality of detection position displays that are controllable to 7

display a plurality of symbols; 8

at least one symbol selector for assigning symbols to the plurality of 9

detection position displays; 10

a payline display showing a combination of symbols that changes 11

with each play of the gaming apparatus; 12

and wherein a bonus is awarded based upon at least one particular 13

symbol being shown on the payline display in combination with at least one 14

detection position symbol of at least one particular type shown on at least 15

one detection position display. 16

41. (new) An apparatus according to claim 40 and further  
comprising at least one deflector which affects the movement of the at  
least one visible playing element upon the playing field.

42. (new) An apparatus according to claim 40 and further  
comprising at least one zone deflector which affects the movement of the  
at least one visible playing element upon the playing field.

43. (new) An apparatus according to claim 40 and further  
comprising at least one zone deflector which is selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

44. (new) An apparatus according to claim 40 and further  
comprising a plurality of zone deflectors which can affect the movement of  
the at least one visible playing element upon the playing field.

45. (new) An apparatus according to claim 40 and further  
comprising a plurality of zone deflectors which are selectable by a player  
playing the apparatus and affects the movement of the at least one visible  
playing element upon the playing field.

46. (new) An apparatus according to claim 40 and wherein  
said detection position symbol of a particular form is a multiplier symbol  
that multiples to determine a bonus award being made by the apparatus.

47. (new) An apparatus according to claim 40 and further  
comprising at least one zone wall which divides the playing field into  
multiple zones.

48. (new) An apparatus according to claim 40 and further  
comprising:

at least one zone wall which divides the playing field into multiple  
zones;

at least one zone deflector which controls movement of the at least  
one visible playing element upon the playing field determining a selected  
zone into which the at least one visible playing element moves from said  
multiple zones.